

The logo for DUMMIES.COM, featuring the word "DUMMIES" in a large, yellow, stylized font, followed by ".COM" in a smaller, white, sans-serif font.

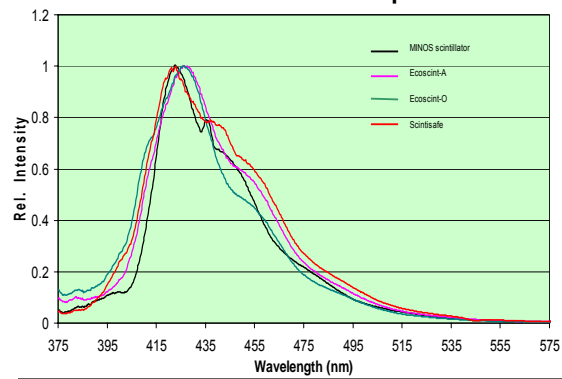
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Light collection for dummies:

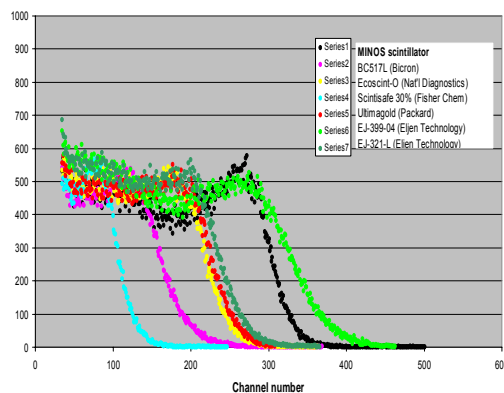
in the spirit of the popular “...*for Dummies*” series, we present some rules of thumb based on many years of studying the problem for MINOS and NOvA.

Keith Ruddick (U of Minn)

Scintillator emission spectra



Cs137 gammas in liquid scintillators



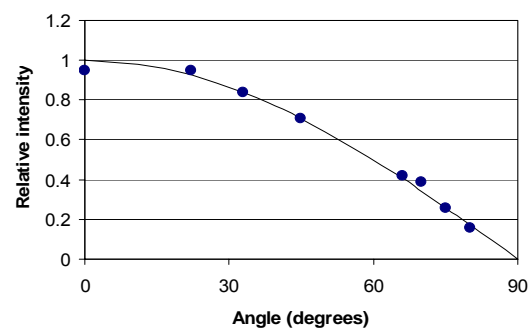
Light yields, oxygenated,
relative to anthracene (1
photon/65 eV):

BC517P 21%

BC517L 30%

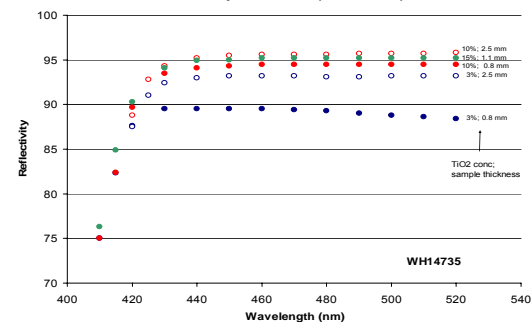
BC517H 40%

Scattered light intensity

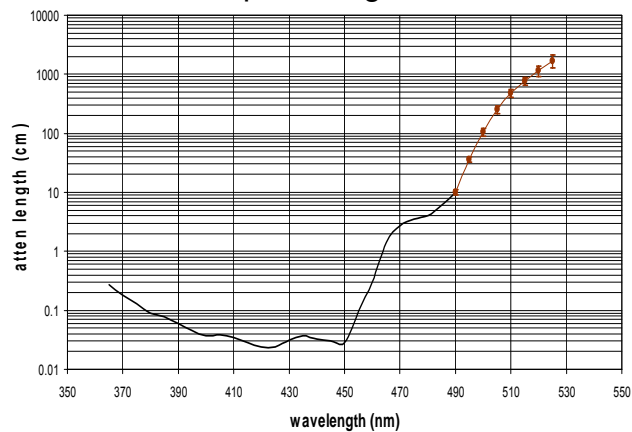


The Monte-Carlo for light
collection contains many
variables, some
wavelength dependent. We
have measured most.

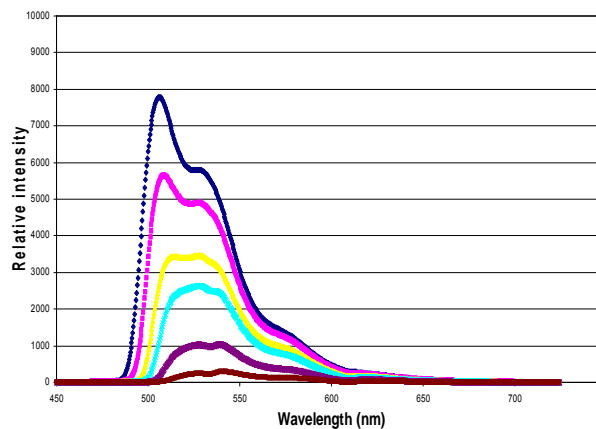
Reflectivity from Korlin (color house) data



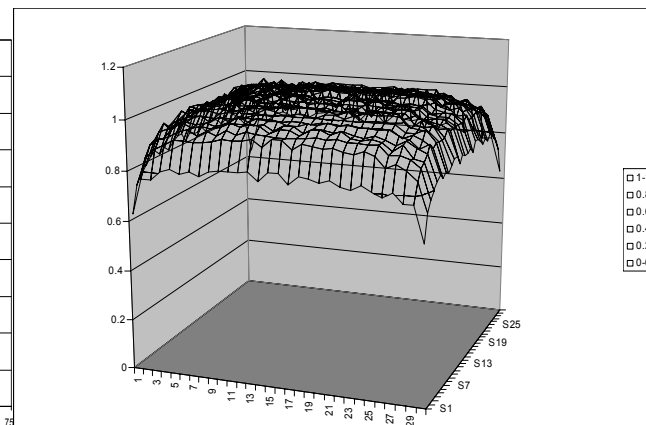
WLS absorption length



0.5 mmWLS spectra at 0.5,1,2,4,8,16 m



Light collection vs fiber position



How many bounces?

- After N reflections, wall reflectivity R :

$$\text{light remaining} = R^N = (1-A)^N \approx \exp(-NA)$$

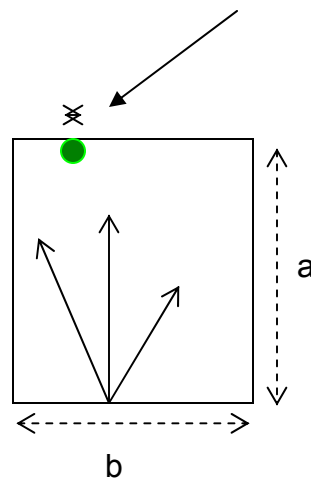
- (Note: Absorption coefficient should also include a small amount for absorption by fiber, i.e. $A \rightarrow A + d/w$)
- Average number of reflections:

$$\bar{N} = \frac{\int N \exp(-NA) dN}{\int \exp(-NA) dN} = \frac{1}{A}$$

- For $R = (0.90, 0.95)$ $N = (10, 20)$

Probability of hitting a fiber between successive reflections

Fiber diameter d



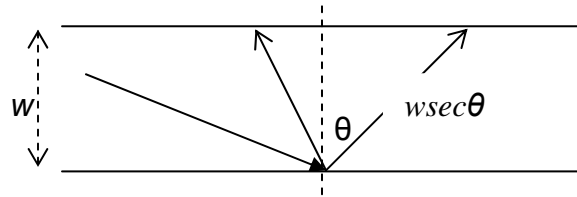
Average cell dimension $w \sim (a+b)/2$

So probability is $\sim d/w$

(Depends on angular distribution of reflected light and on geometry details)

N.B. Polyfluor outer layer of WLS fiber has $n = 1.42$, while scintillator has $n = 1.50$, so not all rays hitting fiber actually get inside, due to total internal reflection. (In MINOS geometry, about 25% of the light is reflected, and another 25% is not absorbed due to short path length inside fiber, or to lack of absorption above ~ 455 nm)

Average distance traveled before absorption

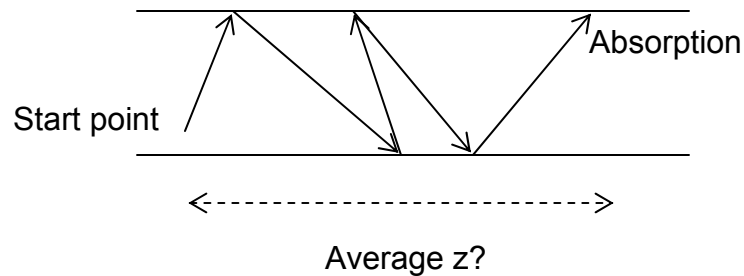


- Reflection is diffuse (Lambert's law $dI/d\Omega = A \cos\theta$
 $\rightarrow P(\theta)d\theta = \frac{1}{2}\cos\theta.d\cos\theta$.
- Average distance between reflections is:
$$\int w \sec\theta. P(\theta)d\theta = 2w$$
- Average total distance = $2wN_{ave}$
- For $w \sim 5$ cm, $R = 0.90$ (10 bounces), distance ~ 100 cm

(This is an overestimate because we've just considered parallel walls)

NOvA: 5 m atten. length in scintillator => 20% light loss!

How far does light travel along a cell?



- **Average displacement of ray between reflections at opposite walls:**

$$\int w \cdot \tan \theta \cdot P(\theta) d\theta = \pi w / 2$$

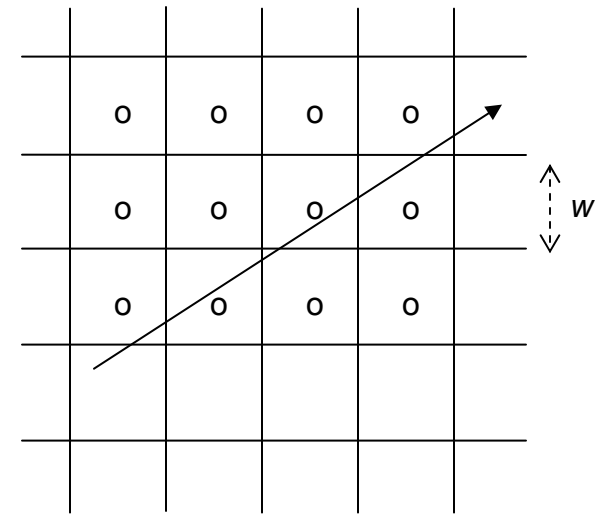
- **Need z-component only $\Rightarrow \times$ by $1/\sqrt{2}$**
- **Random walk $\Rightarrow \times$ by $\sqrt{N_{ave}}$ bounces:**

$$\bar{z} \approx \frac{\pi w}{2} \sqrt{\frac{N}{2}}$$

$\sim \pm 25$ cm for $w=5$ cm, $N=10$

Another approach!

- If reflections were specular (?), could represent problem as a ray traveling through an array of cells



$$\frac{1}{\lambda_{total}} = \frac{1}{\lambda_{ref}} + \frac{1}{\lambda_{fib}} \quad ; \text{i.e.} \quad \frac{1}{\lambda_{total}} = \frac{A}{w} + \frac{d}{w^2}$$

$$\text{mfp(fibs)} = 1/n\sigma = (1/d) \times (\text{fibs/unit area})$$

$$\text{mfp(abs)} = 1/(\text{absprob/unit distance})$$

- So, we have $\lambda_{total} = \frac{w}{A + \frac{d}{w}}$ **which is just the average (projected) distance traveled; x2 for actual distance**

- # bounces = λ/w

- prob of hitting fiber $(1/\lambda_{fib})/(1/\lambda_{total}) = \frac{1}{1 + \frac{Aw}{d}} \approx \frac{d}{Aw}$